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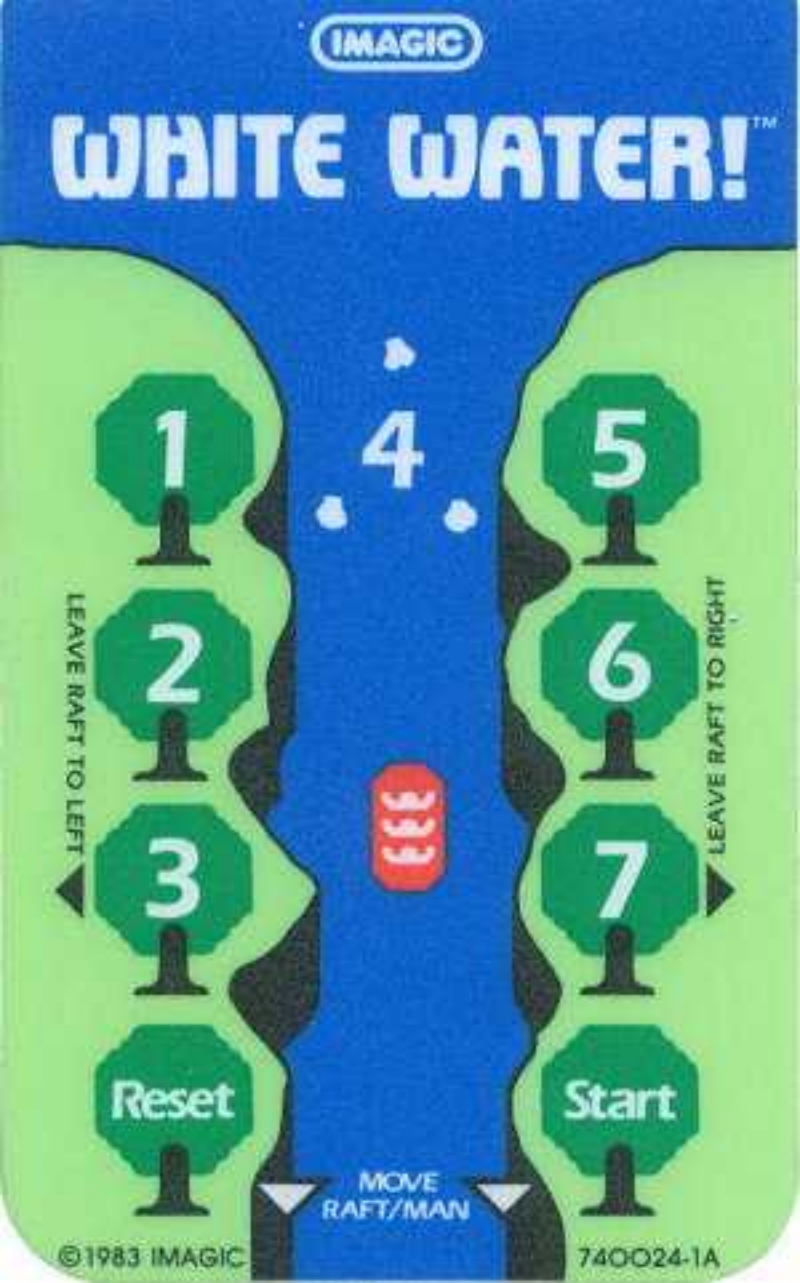
WHITE WATER!™



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WHITE WATER!™

GAME PROGRAM INSTRUCTIONS

Go now! Dare the rapids of the raging river! For years, brave explorers have plunged through the white waters...Not one has returned to tell of its power and excitement! Some adventure-seekers have gone purely for the thrill of the river, others to find the woodland's fabled treasures.

Ancient legend tell of Big Kahuna, Chief of the River Tribe. He offers valuable gifts to visitors of his domain. But his hospitality turns to anger if his guest doesn't play by his rules!

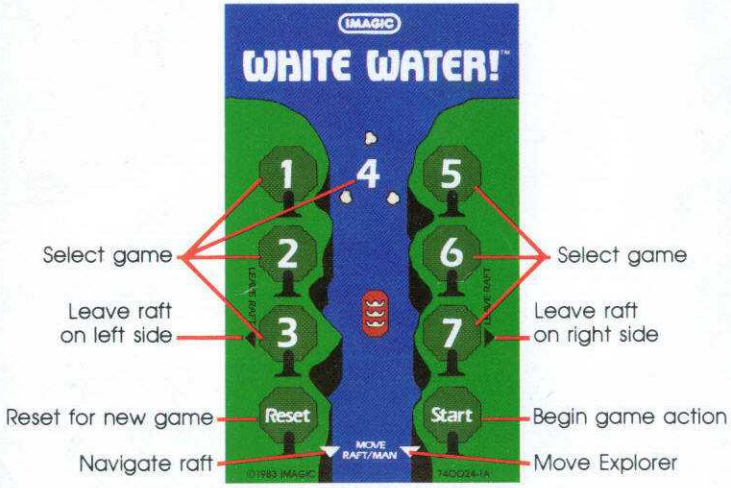
Shoot the rapids for your best time, or navigate the river to collect treasures in the forest. Hurry! The river beckons!

OBJECTIVE:

WHITE WATER! has seven different games, with one of the following objectives:

- River Runs (Games 1, 2, 3, 4): Navigate the river in the shortest time possible.
- Riches Ritual (Games 5, 6, 7): Run the river **and** stop at beaches to collect as many treasures as possible from the natives.

Games 1-6 are timed, so the shorter the time, the better. An incomplete time will be given if all three raftsmen fall out of the raft before reaching the finish. To get a completed time, at least one person must be in the raft at the finish.
In Game 7, accumulate points by picking up treasures. Collect as many treasures as you can for the highest score.



Pick Your Game

- Insert keypad cover into either controller.
- Turn power **on**, press RESET on keypad, and select game desired (see Game Variations).
- To begin game play, press START on keypad.

WHITE WATER!
GAME VARIATIONS

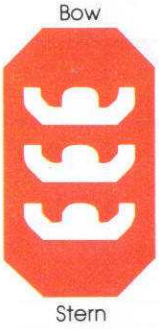
GAME VARIATION	GOAL	DO MEN FALL OUT OF RAFT?	RIVER SPEED
Game 1: Beginner Raft Race (Good for first time players!)	Reach the flags on the river bank in the best time.	No	Slow
Game 2: Speedy Beginner Raft Race	Same as Game 1.	No	Fast
Game 3: Intermediate Raft Race	Reach the flags on the river bank in the best time without losing 3 raftsmen.	Yes	Slow
Game 4: Experts Only Raft Race	Same as Game 3.	Yes	Fast
Game 5: Beginner Riches Ritual	Capture the treasure chest and return safely to the raft in the best time without losing 3 raftsmen.	Yes	Slow
Game 6: Intermediate Riches Ritual	Same as Game 5.	Yes	Fast
Game 7: Fortune Seeker's Favorite	Score points by picking up as many treasures as possible before losing all 3 raftsmen.	Yes	Starts slow, gets faster.

Reaching the Roaring River

- Every game starts in the forest. To get to the raft, press the right side of the disk.
  - When you run out of the forest to the right, the river appears with your two buddies waiting in a raft on the beach.
  - Guide the adventurer to the raft. He automatically jumps off the small cliff and into the raft as you steer him.
  - Anytime the explorer goes off the forest screen in any direction except the right, he is lost forever and control returns to the remaining paddlers in the raft.

RIVER RAFTING

- To control the raft, you must know which end is the bow (front). The raftsmen's arms always point to the bow.
- To paddle forward (in the direction of the bow), press the top of the disk.

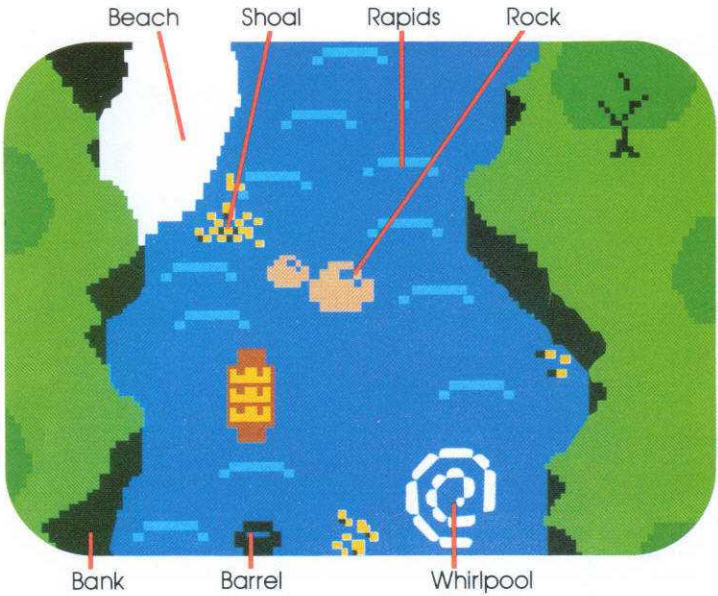


If you press the top of the disk, the raft will move forward, down the river.

If you press the top of the disk, the raft will move forward, to the right.

- To paddle backward, press the bottom of the disk.
- To turn clockwise, press the right side of the disk.
- To turn counterclockwise, press the left side of the disk.

To get a feel for the controls, try steering the raft while on the beach so you don't have to contend with the rapids.



Surviving the Current

- Once you shove off shore, you naturally drift with the current.
  - With the bow of the raft facing downstream, you may increase speed by pressing the top of the disk.
  - To stand still in rapids, or backstroke in still water, press the bottom of disk.
- Patches of yellow signify shoals, or shallow places in the river.
  - The raft stops when it hits a shoal.
  - You can push your way out slowly by turning the raft in the direction you want it to go, then pressing the top of the disk.
- Watch out for river hazards!
  - Whirlpools turn your raft around a few times, causing you to lose control of the raft temporarily.
  - Knocking into barrels or the river bank bumps you off course.
  - Running into rocks bounces the raft, and, in some games, throws a man into the water.

Man Overboard!

- You start each game with three raftsmen.
  - You'll **never** find more raftsmen along the way, so it is important to keep your party in the raft, and rescue them if they fall out!
- When a paddler falls out of the raft, you might be able to save him.
  - Steer the raft in his direction. When you touch him, he jumps back into the raft.
- The swimmer is beyond rescue when:
  - He floats off the screen.
  - He runs into a rock.
  - He is hit by a barrel.
  - He is sucked into a whirlpool.
- If a swimmer washes up on a shoal or the beach, he stays there until you rescue him, until a barrel hits him, or until your raft floats off the screen.
- **When all three raftsmen fall out of the raft, you can no longer steer the raft and the game ends.** An incomplete time appears for your attempt.

THE RICHES RITUAL

In games 5, 6 and 7, the river natives are happy to share many of their treasures with you...if you play their ancient trading game according to their rules!

Stop at the White Sand Beach

- Stop at each white beach you can. These only appear on the left bank of the river.
  - Use the shoals to help you brake.
- To leave the raft, press either of the bottom side buttons.
  - To jump out of the left side of the raft, press the bottom left button.
  - To jump to the right, press the bottom right button.
- The disk now controls the man on shore. Guide him to the left.

- He automatically jumps up a cliff and runs into a forest. An explorer cannot leave the raft if one of the raftsmen has fallen out and can still be rescued.

Getting the Urn

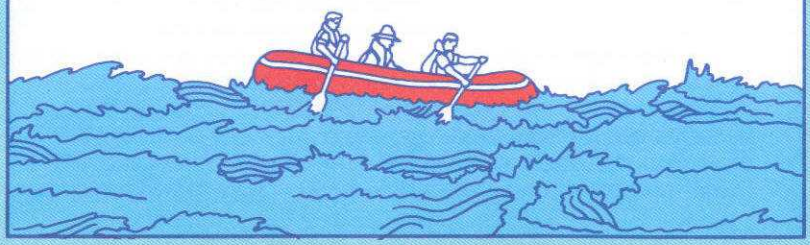
- When you reach the forest you will see a number of flags and one valuable golden urn.
  - To get the urn without offending the Big Kahuna, you and the white native must first take turns picking up the flags.
  - One rule of the Riches Ritual: You may take one or two flags during one turn. The native uses this rule to his advantage. You should too!
    - You start the ritual. Pick up one or two flags.
    - The native then runs and picks up a flag or two.

- Continue taking turns.
- Once all the flags are picked up, you must race against the white native for the golden urn. He's fast! Plan your game so you are closer to the treasure than he is, once all the flags are picked up.
- If you claim the golden urn, a count is registered in yellow in the upper left hand corner and a sound is heard.
- Once the urn is claimed, return to the raft and paddle to the next beach.

- In Game 7 only, the river tribe leaves money bags as gifts for you and each man in your raft. They may be taken at any time during your visit in the forest.
- Anytime you leave the forest and reenter it, the native disappears with all the treasures. You must paddle to another beach where another Riches Ritual can be played.

Tribal Taboo!

- If you pick up more than two flags in one turn, or pick up the golden urn before all the flags are claimed, Big Kahuna will throw tomahawks at you.
  - If a tomahawk hits you, you lose one man and all the treasures earned in that forest. Control automatically returns to the raft.
  - If you can outmaneuver the tomahawks and return safely to the raft, beware of a raging river! Big Kahuna turns the current into a white water torrent, until you play the next Riches Ritual fairly.

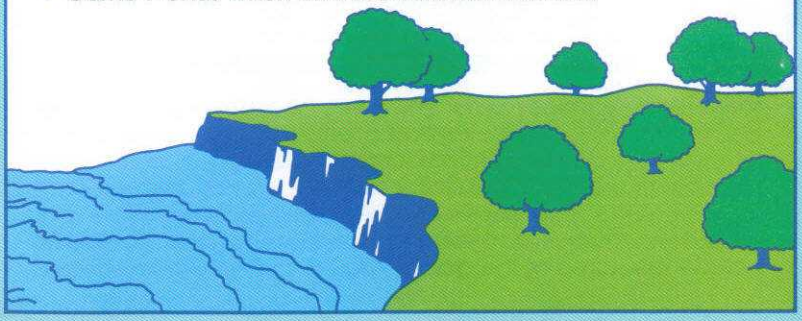


Finding the Valuable Treasure Chest

- If you can claim as many as three urns, Big Kahuna shows his respect by adding a valuable treasure chest and more golden urns to the game.
  - To get the treasure chest, first take turns with the native picking up flags, as before.
  - After all the flags are claimed, take turns picking up golden urns. You may take 1 or 2 urns per turn.
  - After all the urns are picked up, race for the treasure chest!
  - If the urns or chest is taken out of sequence, Big Kahuna gets mad and throws tomahawks!
- In Games 5 and 6, the score is determined by how fast you can get the first treasure chest and return to your raft. This requires you to pick up 3 golden urns and one treasure chest. This will take at least four visits to the forest.

Fortune Seeker's Favorite

- In Game 7, you score by collecting treasures, each of them having different values.
- You must acquire three golden urns before the valuable treasure chest appears.
- After acquiring one treasure chest, you must claim 3 more urns to compete for another treasure chest.
  - The number in the upper left hand corner counts the urns for you.
- After each Riches Ritual in which you take part, the river current becomes faster, with more barrels and whirlpools.
- Game 7 ends when all three raftsmen are lost.



Scoring

- Games 1 through 6 are timed games. Your score is your time.
  - The lower the time the better.
  - If you do not reach your goal when the game ends, your time appears with a red "I" next to it. This stands for "incomplete".
  - Try to get your best time for a **complete** game. You know a game is complete when you reach your goal, and no "I" appears next to the score.
- In Game 7, you score points for each treasure picked up, as follows:

Treasure	Point Value	Order in which it must be taken
Flags	10	First
Golden Urn	200	Second
Treasure Chest	1000	Third
Money Bags	50	Anytime

Words to the Wise

- To get down the river, go with the flow. You don't need to steer the raft constantly.
- Try different combinations when racing with the native.
  - Hint: You may have to play one way when there is an even number of flags and another way when there is an odd number. Figure it out!

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IMAGIC
Consumer Affairs
981 University Avenue
Los Gatos, CA 95030

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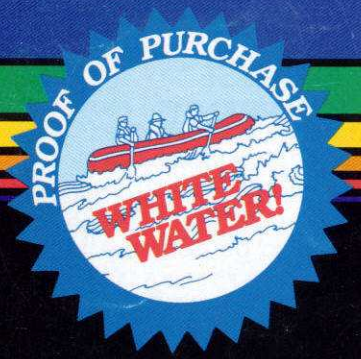

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